

MANGA TO THE MAX DRAGONS

Drawing and Coloring Book



Erik DePrince

Welcome to Erik DePrince's MANGA TO THE MAX: DRAGONS

Drawing and Coloring Book

As an artist, I believe it is very important to embrace what influences you while at the same time expressing your ideas in your own unique visual voice. In this drawing and coloring series, I have combined the Japanese manga art style with my own drawing style to create what I'm calling "Manga to the Max"—my own original (and, admittedly, very American) take on the manga style of art and storytelling.

I have always gravitated towards art, probably in large part because I am dyslexic. When I was young, it took me a long time to learn to read and write, and even then, it was in my own creative way. For people with dyslexia, communication is much more difficult than it is for others. It has always been particularly frustrating for me because I have a head full of stories I want to tell. In high school, I was given a career aptitude test that was supposed to tell me what I was best suited to do in life. It said I was to be a writer. My teachers couldn't believe it; they made me take the test again, but I got the same result. At the time I remember thinking what a cruel joke being dyslexic was—how could I ever get all these stories and characters and worlds out of my head? But my experiences opened me up to a visual way of communicating that I doubt I would have had without my struggles with words. Eventually I learned to use art to tell my stories. Now I am lucky to have my partner in life and in art, Jess, to help me put into words what I've been putting into pictures for so long.

This book is much more than just a coloring book. Inside you'll find not only the dragons I've created, but also their stories. I've included some of my digitally colored samples as well as a basic drawing lesson discussing how I approach crafting characters. If you are new to drawing, this is a great place to start. On a few of the coloring pages, I have deliberately left off parts of the dragons so you can use what you've learned in the lesson and draw them yourself. Drawing is a powerful way to express yourself, create your own worlds, and tell your own stories. Have fun!



Erik

www.facebook.com/eriksdragonlair
www.mangatothemax.com



KAGONIN, the card game

Erik DePrince graduated with a BFA in Illustration from the School of Visual Arts in 2001 and has gone on to create art for apparel, publishing, consumer products, toys, and television. His popular vector illustrations have sold well over 500,000 image licenses and appeared on products around the world. An avid gamer, Erik is also the game designer and illustrator of the card game, KAGONIN™.

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MANGA TO THE MAX

Drawing and Coloring Book

DRAGONS

ART AND STORY BY

Erik DePrince

WRITTEN BY

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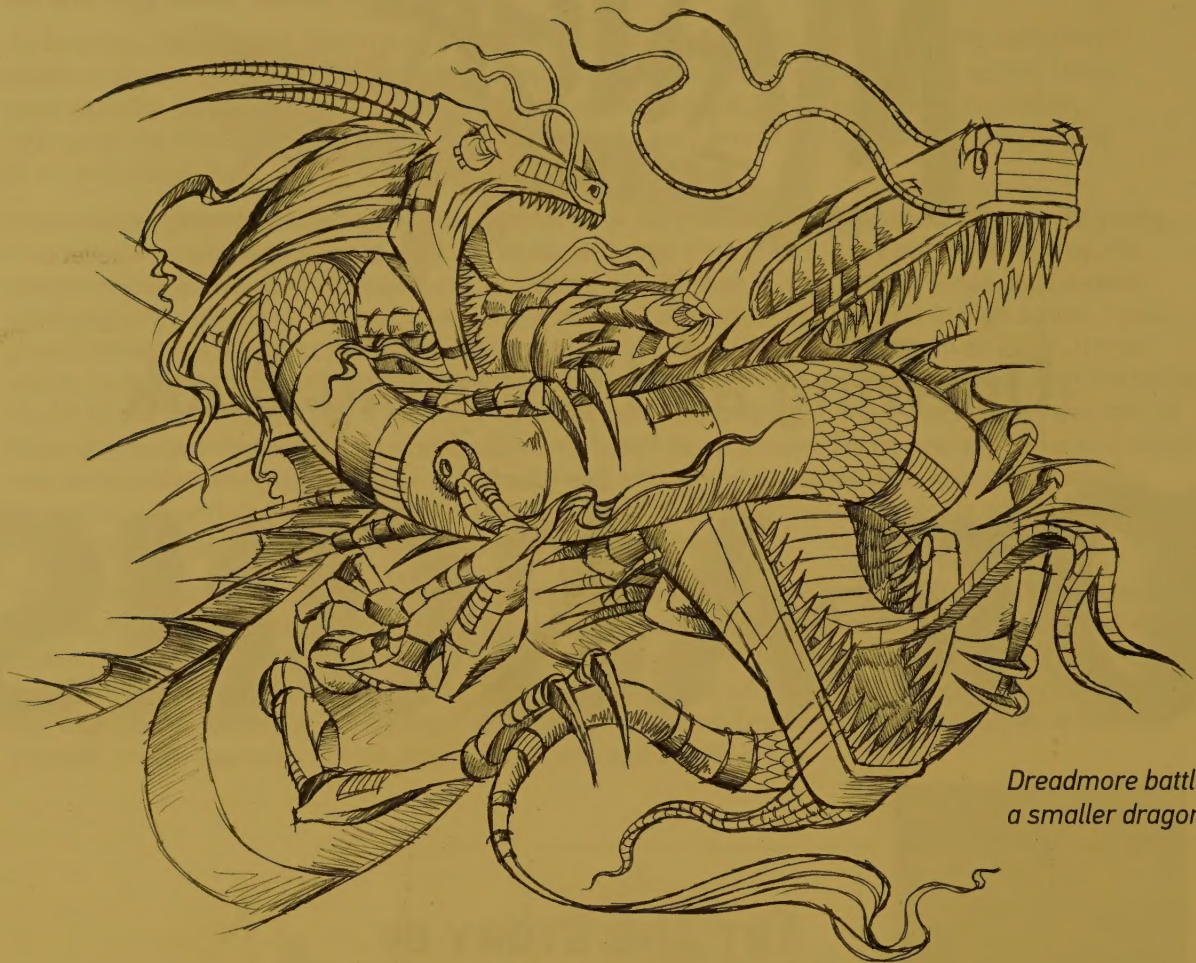


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THE DRAGON GUARDIANS OF EARTH



Dreadmore battling a smaller dragon.

In the year 2216, delegates from the United Empires (UE) visited Earth, forever changing humans' understanding of our place in the universe. Their visit ushered in a new era on our planet by showing us that not only were we not alone, but we were completely insignificant to the many other empires out there in space. After Earth declined the UE's invitation to join, the delegates left—but Earth had been discovered. Our doors thrown open, we faced an influx of new arrivals from all parts of the universe. And as a planet outside the UE's mighty reach, Earth became a beacon of sanctuary for alien entities, called incomers, who were looking for a better life away from the rule of the UE.

Earth had to adapt quickly. Facing rising crime rates and violence from this boom in population, world

leaders united in 2228 to create the United Earth Enforcement (UEE), a multinational police force whose mission was to ensure the safety of citizens and security of the planet. With the funding of the entire world at their disposal, the UEE set to work developing an advanced force of robots, both mechanical and sentient. Recruiting the planet's most brilliant minds to combine Earth's greatest technological advances with reverse-engineered alien technology, an impressive army of robots, mechs, and artificially intelligent (AI) beings were brought into existence.

Earth's incomers brought with them many new and strange things: technology, information, weapons, medicines, and, of course, fascinating stories of life on other worlds. There was one myth in particular

that stood out, one that almost all the incomers told and was already familiar to humans: the myth of dragons. People on Earth were intrigued by this unexpected similarity, exchanging stories of dragons from our history and literature. Sharing stories of dragons was a welcome common ground between so many overwhelmingly different races. Some incomers took the presence of dragons in our myths as confirmation that dragons were not myths at all. The big question was, were you a believer or not? This became a great debate among incomers, which humans found quite amusing.

he promised to protect this planet as if it were his own. Earth was, he believed, the last hope for the survival of dragons. Intrigued and with nothing to lose, the UEE agreed to upgrade him. Teirin was so weak; they knew if they refused to help him or if the experiments failed, he would probably die. But if it worked? Well, if it worked, it would mean a whole new level of protection for Earth.

The UEE assembled an enormous research and medical team who worked tirelessly on Teirin's upgrades. In the end, it was a great success; as a cyborg dragon he was far more powerful than he had ever been as a purely

*Never before in the history of the universe
had so many dragons congregated on one planet.*

But then something happened that erased all doubt: an ailing dragon named Teirin arrived on Earth. Fear blindly took hold, and UEE robots were dispatched to capture him. But Teirin, very wise and very old, was patient and accepting of us and cooperated with the UEE forces. Despite being weakened and in great need himself, he was compassionate and understood our fear.

Through Teirin, the UEE learned about dragons. For millions of years, these mysterious and long-lived creatures roamed the universe, some able to freely traverse space, others requiring ships to do so. For eons, nothing changed for dragons, until the universe surged with other sentient beings venturing into space about 10,000 years ago. Fueled by fear and aggression, many of these races brutally hunted dragons for sport. Now, no one knows how many dragons are left. The most intelligent dragons have survived this ongoing assault by living increasingly in the shadows of the universe, avoiding confrontation and thereby falling into myth.

Teirin came to Earth with a purpose: he had a proposal for the UEE. In order to fix his ailing body, he wanted the UEE to upgrade him with cybernetic implants. But with no goods of value to trade, he offered all that he had: himself. In exchange for receiving the upgrades,

organic dragon. Just as the UEE hoped, word spread of Teirin's transformation, and soon more dragons arrived. Never before in the history of the universe had so many dragons congregated on one planet. This gathering of dragons was not without incident, however. Tensions grew between these fierce creatures; they were not accustomed to living so near one another, and skirmishes for supremacy broke out. The UEE soon realized that they could not control the dragons without some sort of centralized leadership.

All this changed after the colossal dragon Dreadmore, weakened and frail, arrived. He had heard of Teirin's transformation and used the last of his energy to travel to Earth. He could see the leadership vacuum among dragons and vowed to the UEE that if he survived the upgrading process, not only would he protect Earth, he would also lead other warrior dragons as Commander of the Dragon Guardians.

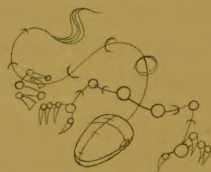
It's now 2238, and with the planet defended by Dreadmore, Teirin, and many other loyal Dragon Guardians, as well as the UEE's robots, Earth remains a sanctuary—for now. Though we do not know exactly what tomorrow will bring, one thing is certain: more dragons will come.

7 STEPS TO CRAFTING A CHARACTER

1. Planning



2. Creating a Framework



3. Blocking in Shapes



4. Defining Forms



5. Refining Forms



6. Inking the Final Lines



7. Adding Color

- Light Source and Shading
- Blocking in Color
- Gradients
- Shadows
- Highlights



In this drawing and coloring lesson, I'm going to guide you through my process of crafting an original character, from initial notes to final colored art, in 7 basic steps.

DRAWING MATERIALS YOU'LL NEED



• PENCILS:

Any pencil you're comfortable with will work, but I recommend mechanical pencils with .5 mm lead in either H or HB hardness.



• PAPER:

You'll want a smooth, high-quality paper that can hold ink without smearing and handle a lot of erasing without tearing. I recommend bond paper, bleedproof paper, or a thick, high-quality copy paper.



• ERASERS:

Have a variety on hand, and don't be afraid to use them! I especially like the thin retractable kind to get into smaller areas.



• PENS:

Everyone has favorite pens, so I recommend you use what you're most comfortable with. Have a variety of tip sizes on hand so you can vary the thickness of your lines. If you plan to color with markers right on your final drawing, be sure whatever pens you use are waterproof.



• PEN TABLET (OPTIONAL):

If you prefer to draw digitally, I highly recommend using a Wacom pen tablet.

1 PLANNING YOUR CHARACTER

Let's get started! In order to successfully create an original character, you need a plan before you begin your drawing. Here are some suggestions to get you thinking.

- **Name your character:**

Who is this character?

- **Make a word list:**

Pick a few words that describe your character. Think about both their physical appearance and personality.

- **Visualize your character:**

What does your character look like? Make a few quick sketches of ideas you have and write down some of your character's defining physical characteristics.

- **Clothing/accessories:**

If your character wears clothing, what does it look like? Does your character have different clothing for different activities?

- **Equipment:**

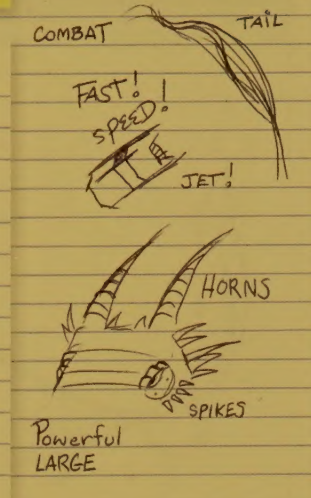
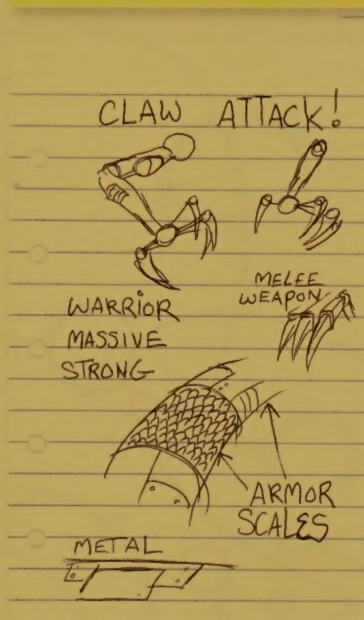
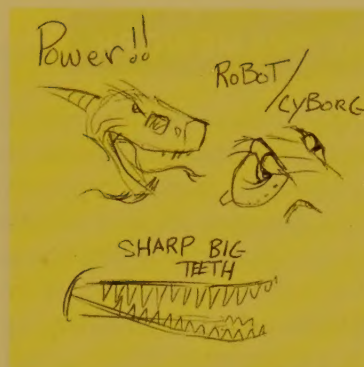
Does your character use any defining objects? Draw a few sketches of any equipment your character uses.

- **Build a world:**

Imagine the world your character will live in; jot down some ideas about where your character lives, locations your character might visit, and story ideas.

- **Get inspired:**

Look at great artwork you admire—but be sure you develop your own unique style!



My planning notes.

MY PLAN

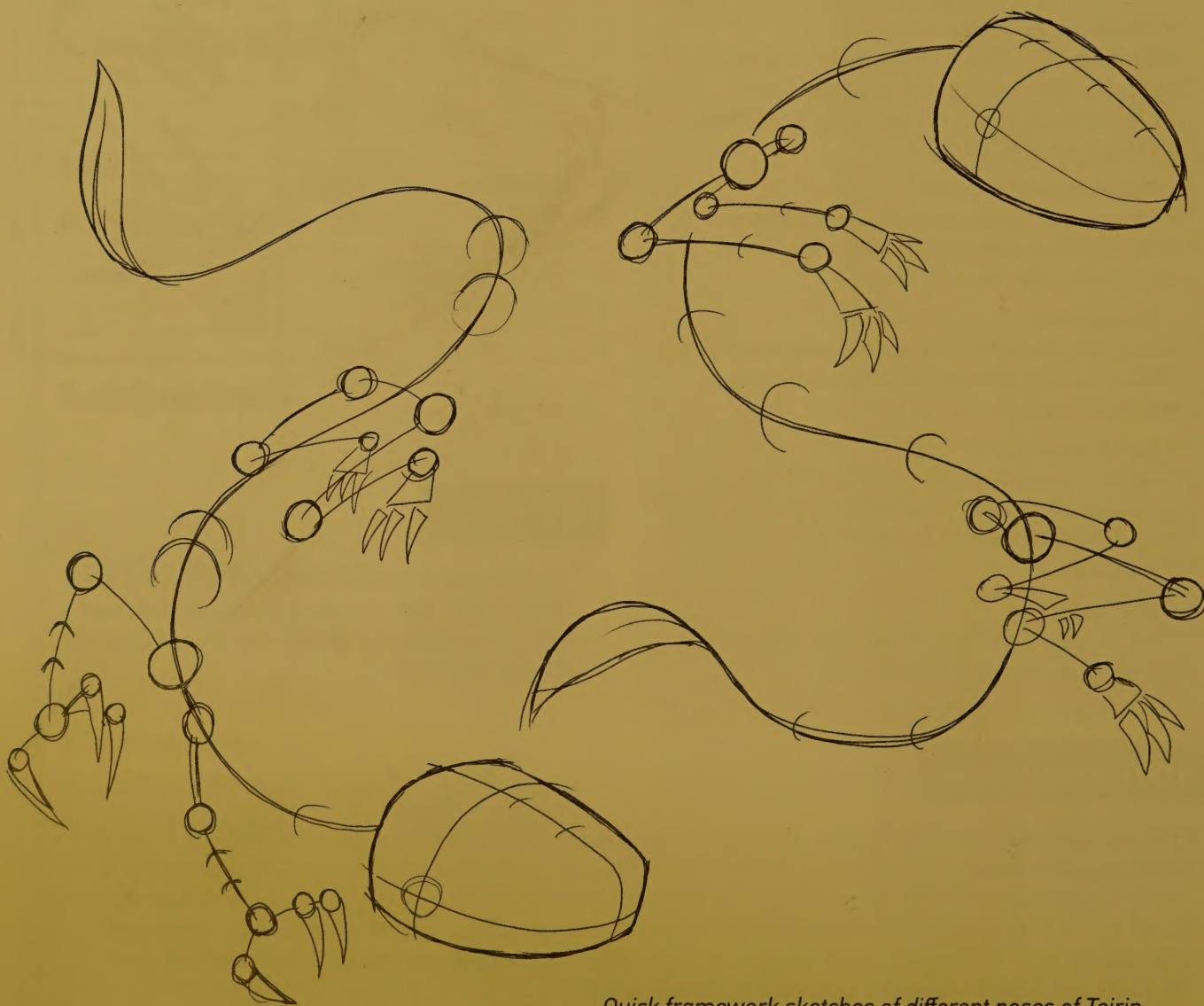
I've decided to create a dragon character called **Teirin**. He's a large cyborg dragon with heavy armor and powerful claws who is one of Earth's Dragon Guardians.

WORLD BUILDING

For me, as an artist and storyteller, a big part of my character design and development process is **world building**. Characters don't exist in a vacuum; for a character to live and breathe, it needs to be part of a world. I spend a great deal of time imagining the worlds my characters inhabit. On the back of each coloring page in this book, you'll see the profile I developed for each character. I could certainly draw characters without all this information, but thinking it through helps me create characters that are more than just drawings on a page—they are each part of a bigger story.

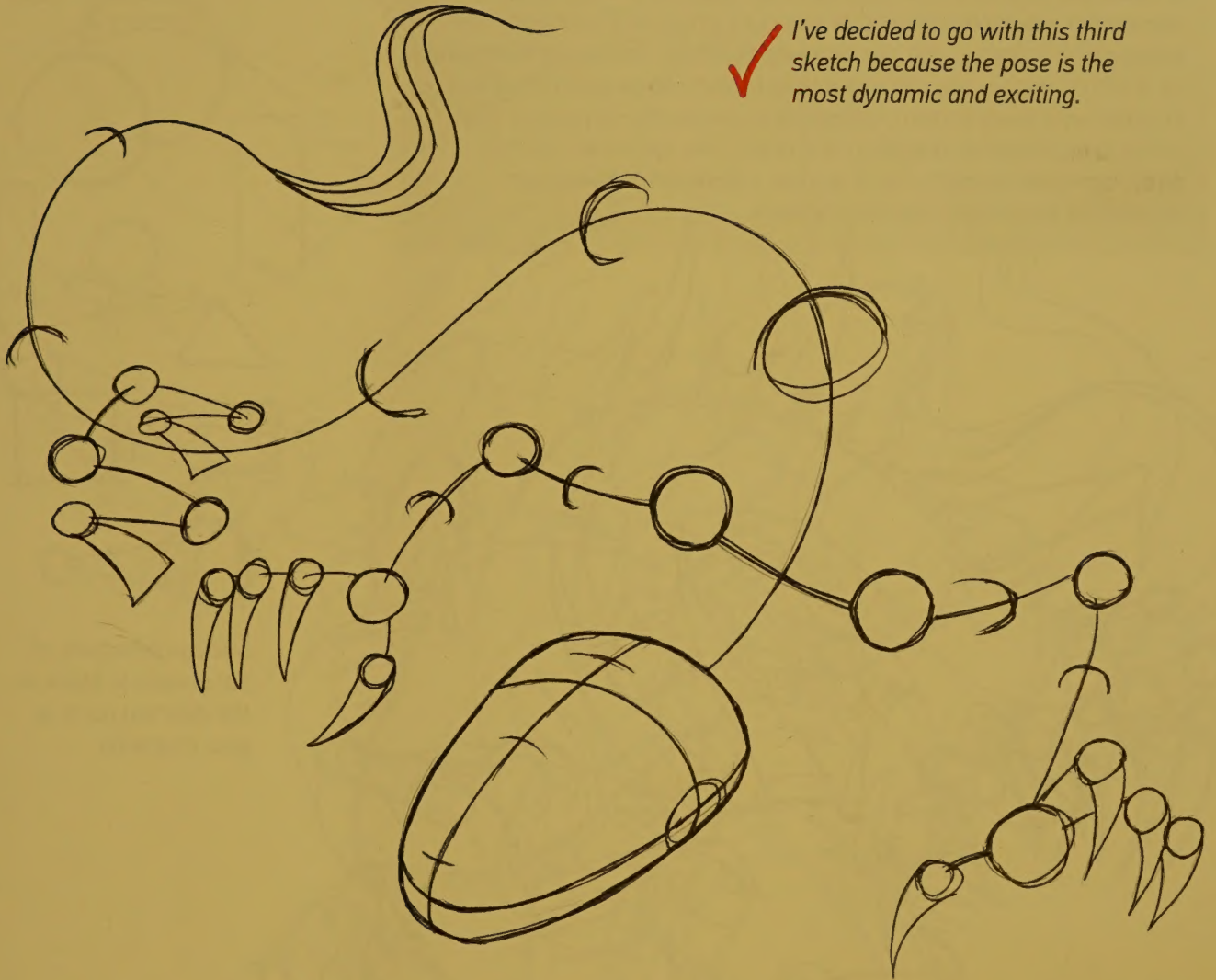
2 BUILDING THE FRAMEWORK

Before you start drawing your character, it's important to establish what's inside of it. Imagine there are wires inside your character, and draw its **internal framework**. In your sketches, identify all the most important parts of your character, such as key joints, head position, hips, arms, and legs, with simple shapes. These framework drawings are also called **armatures** or **gesture drawings**. Create several of these loose sketches of your character in different poses so you can understand your character's internal structure and how that affects how your character moves through space. The key at this stage is to work fast and draw lots of sketches; don't get too hung up on how well drawn they look. Once you have a favorite pose, use that sketch as a blueprint to follow as you construct your character in the next steps.



Quick framework sketches of different poses of Teirin.

✓ I've decided to go with this third sketch because the pose is the most dynamic and exciting.

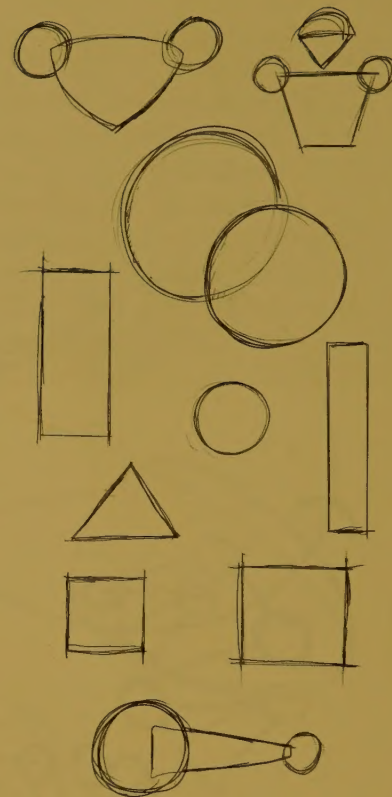
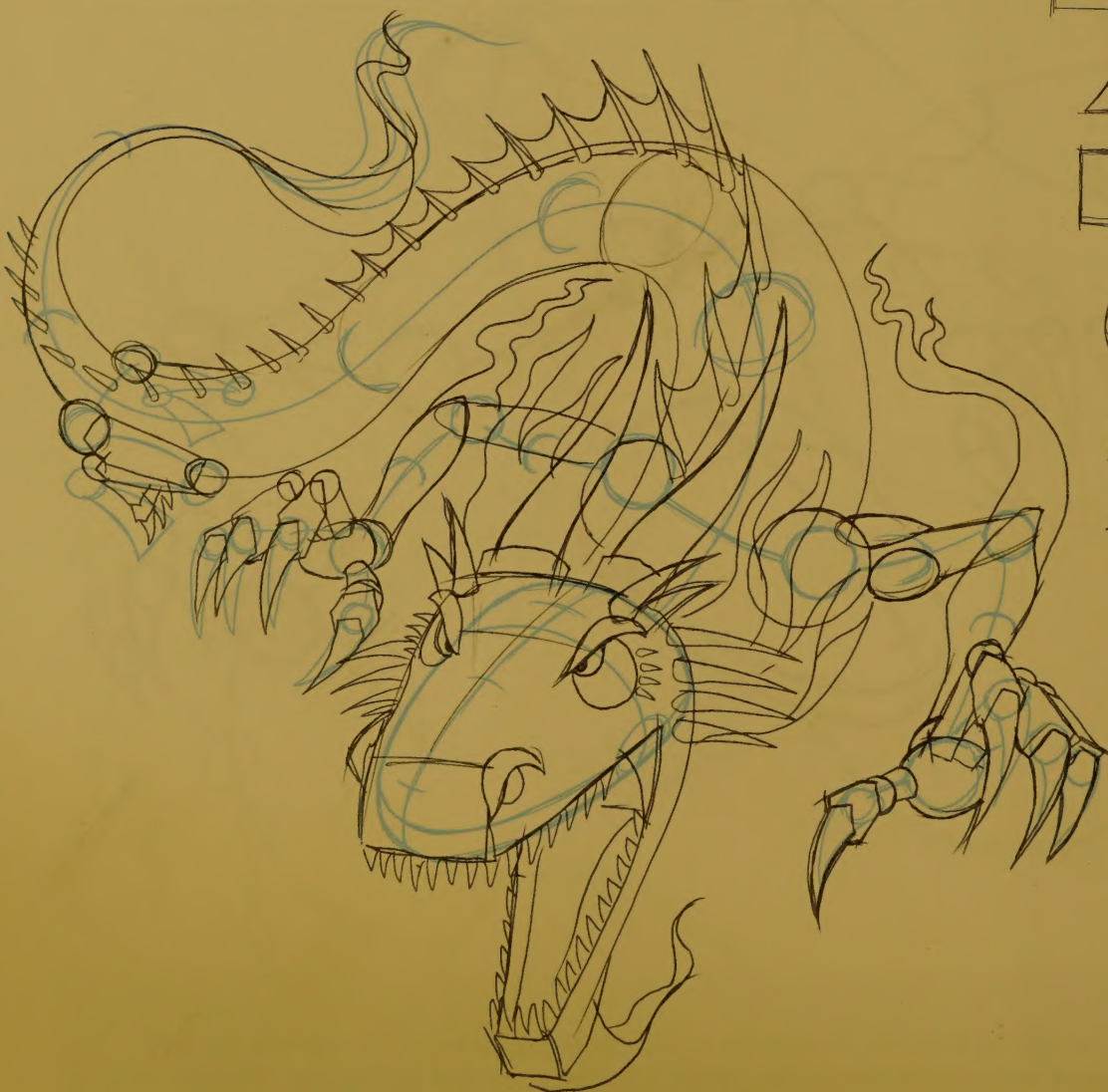


KEEP IN MIND

Think of a drawing as something you craft. In order for it to be believable and well constructed, you will need to start by creating a strong internal structure. This is the most important part of your drawing. If your structure is weak, your character will be weak. If your structure is strong, it will easily be able to support the shapes and forms you will add to it in the next steps.

3 BLOCKING IN THE SHAPES

Now that you understand your character's pose, start blocking in large, flat shapes to indicate the head, body, arms, and legs. Remember, you're building all of this right onto the framework you established in Step 2. You can draw right on your framework drawing, or, if you have one, you can use a light table to draw on a new piece of paper with the framework drawing underneath. Remember that you're only using flat shapes in this step. They can have a hint of three-dimensional form, but it is most important at this stage to focus on blocking in the basic shapes.



Use combinations of flat shapes to block in the different parts of your character.

*Keep your character's internal framework in mind as you build up shapes on top of it. Remember: your framework is **inside** your drawing, providing support for the shapes.*



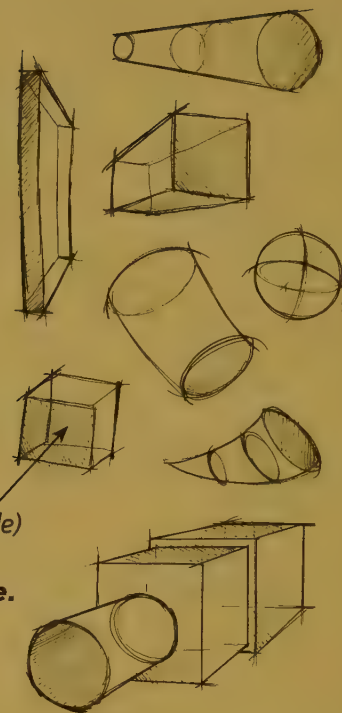
KEEP IN MIND

Make sure that when you are drawing your shapes you do not lose the essence of the framework. It's important at this step to also establish proper proportions in your character. Take your time to make sure that both arms and both legs are equal lengths and all the limbs connect to the framework properly.

4

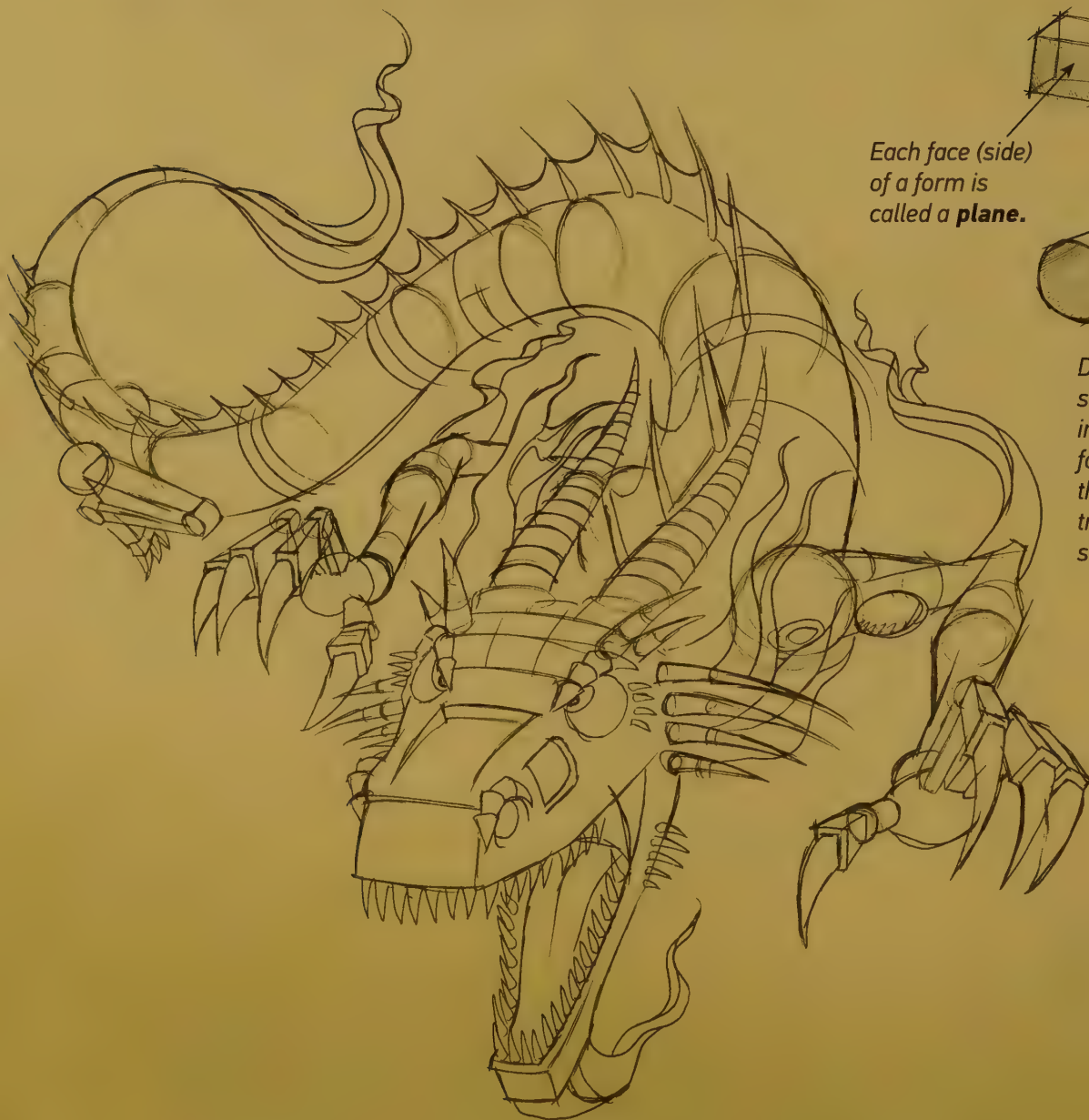
DEFINING THE FORMS

Next, develop the flat shapes from Step 3 into three-dimensional shapes called **forms**. These forms are the building blocks of your character; they give your character volume and make it feel real. Think about how each form interlocks, overlaps, and intersects each surrounding form. In this step, draw all the forms of your character as if they are transparent so you can see through them to make sure each part fits together in a way that makes sense.



Each face (side)
of a form is
called a **plane**.

Develop your flat
shapes from Step 3
into three-dimensional
forms. It helps to draw
the forms as if they are
transparent so you can
see how they overlap.



5 REFINING THE FORMS

Once you are happy with all the forms you built up in Step 4, you can continue to refine your drawing. Erase the lines that made your character's forms look transparent. Continue to build up details with smaller forms that pop off your character's surface. You'll know you're ready to move to Step 6 when your character feels very solid and looks complete to you.



KEEP IN MIND

If you get this far and aren't loving what you've drawn, do not get discouraged! It's okay to make an ugly picture. I've made many, believe me—they just don't end up in a book, so you never see them. (Plus, I usually rip them up.) You'll learn a lot more from doing things wrong than you will from doing them right. So learn from your ugly drawing, rip it to shreds if that helps, and then try again from Step 1.



6

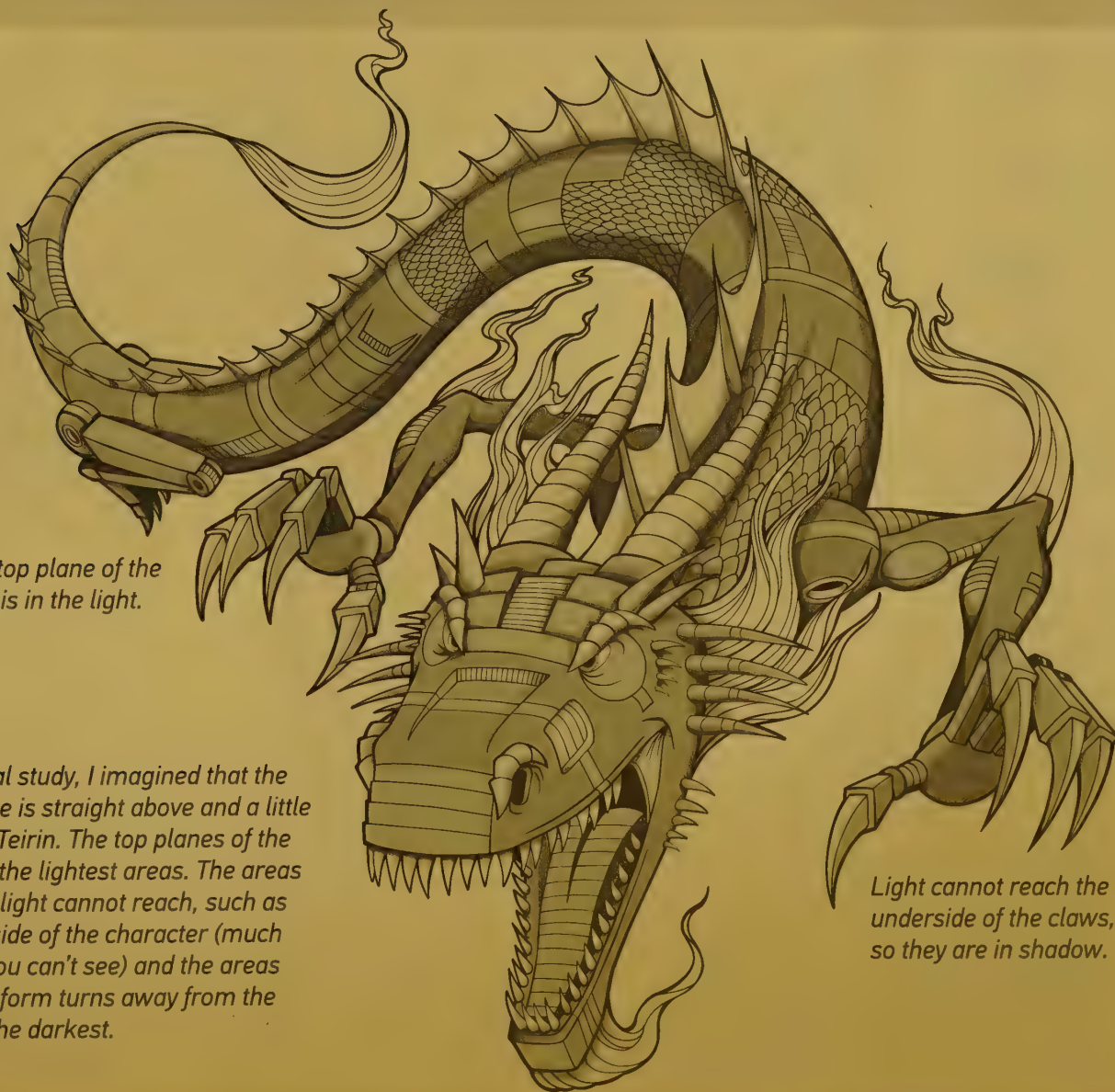
INKING

Once you are happy with your finished drawing from Step 5, you can create the final inked line drawing, either with black pens or digitally. Keep the original underlying forms in mind when you're inking these final lines. This is the stage to add any additional surface details as well. You can redraw your Step 5 drawing on a new sheet of paper if you want to save the drawing, but I usually ink right onto the final drawing and erase the pencil lines afterward.

7 ADDING COLOR: LIGHT SOURCE AND SHADING

Before getting started with color, it's important to identify your light source and understand how light falls on the forms of your character. A light source can be natural light from the sun or artificial light from a lamp. The key is to make sure all the forms are illuminated from a consistently positioned light source so all light that falls on your character is coming from the same direction. This will make your character feel solid and look believable.

Make a few copies of your inked drawing (or scan it so you can work digitally) and practice understanding light sources by shading your drawing with just gray tones. This is called a **tonal study**. Forget about color for a moment—instead, imagine your character as a three-dimensional model made out of white clay. How would the light fall on each form? Lighting from above makes a character look very different than lighting from below or from the side. Once you have a tonal study you like, you can use it as a guide for adding color to your inked drawing in the next few steps.



The top plane of the legs is in the light.

In this tonal study, I imagined that the light source is straight above and a little in front of Teirin. The top planes of the forms are the lightest areas. The areas where the light cannot reach, such as the underside of the character (much of which you can't see) and the areas where the form turns away from the light, are the darkest.

Light cannot reach the underside of the claws, so they are in shadow.

8 ADDING COLOR: BLOCKING IN COLOR

The first step to coloring your character is deciding what colors you will use. Then, fill in each area with a few medium to light tones of your colors. For now, keep these base colors very simple, flat, and not too dark—you're not thinking about shadows or highlights yet, only blocking in what colors go in each area.



Use a few medium to light tones of your base colors.

KEEP IN MIND

Coloring is a very personal process; every artist has a favorite way to color. I love to work digitally, so I bring my final inked drawing from Step 6 into my computer and color it using a Wacom pen tablet in Adobe Illustrator and/or Photoshop. If you prefer to work with markers, paint, or other non-digital media, be sure to ink Step 6 on the kind of paper you like to color on; and, if you plan to use a wet medium like markers, be sure your black lines are drawn with a waterproof pen so they don't bleed. Even though I am using a digitally colored example here, the ideas of the lesson apply to any media you might work in. I spent many years working with markers, colored pencils, and oil paint using almost the exact same process of coloring that I now do digitally.

9

ADDING COLOR: GRADIENTS

Now that you have your color blocked in, it's time to begin giving your forms more dimension by adding **gradients**. Gradients are areas that blend softly across a color from light to dark to create a smooth color transition, and they should follow your character's forms. Refer back to your shaded drawing in Step 7 and use that as a guide for where your lights and darks should be. Darken areas in shadow with gradients that progress smoothly across each form, blending with the underlying base tones of color. You spent a lot of energy crafting your character out of three-dimensional forms. Now it's time to use color, light, and shadow to enhance and accentuate those forms.



10 ADDING COLOR: SHADOWS ▼

Now it's time to deepen your shadows. Keep referring back to your tonal study from Step 7, and darken the areas where the light from your light source does not hit with deeper, darker shadows. Your character should look almost done and feel very solid now.



11 ADDING COLOR: HIGHLIGHTS ►

All that's left to do is add highlights. These are subtle areas of a very light tone added to places where the light hits your character most directly. You can see how adding highlights in this step helps define the edges between forms, makes lighter areas pop, and adds a glossiness to the dragon's surface. Teirin is now complete!

Advanced digital coloring technique note: If you look very closely, for example at the lines surrounding the scales, you'll notice that I have filled some of the black lines with color to match their surrounding areas. This is a technique I like to use when working digitally to soften the lines a bit and add even more depth to the final art.



TEIRIN

















TEIRIN *Dragon of Earth*

STATS

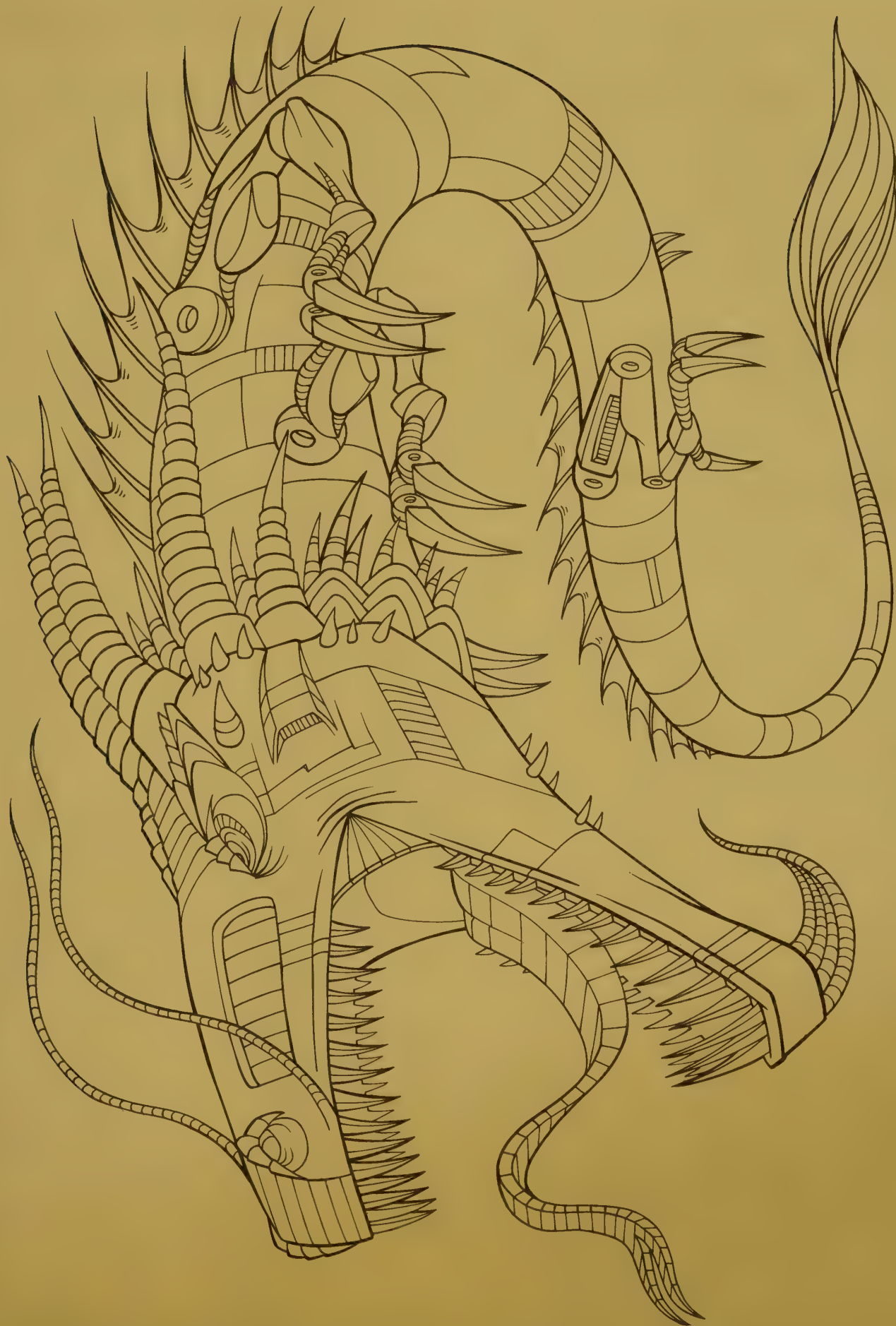
- Dragon Class: Warrior
- Physiology: Cyborg
- Size: Large Dragon, 60 ft. (18.29 m) long
- Offensive Capabilities: Strength, speed, melee combat, Fusion Fire Claws
- Defensive Capabilities: Heavy armor, regeneration

PROFILE

Teirin is an extremely old dragon, perhaps one of the oldest still alive, and the first dragon to arrive on Earth. After millions of years, his body was in a state of decline, and for a proud warrior like himself, a declining body means a significant loss of power and respect among other dragons. When word reached him of the United Earth Enforcement's (UEE) cybernetics advancements, Teirin, like many other old and ailing dragons, saw Earth as a place to regain his power. In exchange for an extensive cybernetic upgrade, he made a deal with the UEE to serve them as a Dragon Guardian of Earth, pledging his loyalty to protect the planet.



Teirin's body was heavily deteriorated by the time he arrived on Earth, but he was able to harness his ancient powers and combine them with the UEE's advanced technology to create a new, more powerful form. This new form allowed him to regenerate his body and maintain his strength for millions of years. Teirin's fusion fire claws are a result of his cybernetic upgrade, allowing him to generate intense heat and fire from his front paws. This new power has made him a formidable warrior and a valuable asset to the UEE.



ZYMAUL

STATS

- Dragon Class: Psychic / Elemental (Fire)
- Physiology: Organic
- Size: Medium Dragon, 30 ft. (9.14 m) long
- Offensive Capabilities: Spectral Breath, Burning Claws, Blinding Gaze
- Defensive Capabilities: Cloaking, Camouflage Scales, flight

PROFILE

Zymaul is a ruthless scientist whose expertise lies in genetics, specifically cloning, which is illegal throughout the Universal Empires (UE). Zymaul is extremely intelligent and uses this cunning intellect to trick and trap other dragons for his cruel experiments. Rumored to have killed other dragons to steal their genetic codes, Zymaul is known as The Dragon Killer. He has also used himself as the subject of his own experiments many times, giving himself artificial elemental abilities, such as Burning Claws and Spectral Breath. Zymaul has been seen in many locations, but he is most often found in the deserts of the planet of Earth, where cloning is also illegal, but not as understood or enforced as in the Empires, and continues his work in hiding.



SPECTRAL BREATH FORM

When Zymaul's breath is converted to a form that he can use to give him the appearance of an elemental, it sometimes turns into a form of plasma that can be shot from his mouth. This Spectral Breath is an iridescent display of colors that is as dangerous as his burning claws and blinding gaze. It can be used to create a powerful fireball, or to create a large, intense flame that can be used to burn or to create a large fire.





4 SCARLORE (previous page)

STATS

- Dragon Class: Psychic / Warrior
- Physiology: Cyborg
- Size: Medium Dragon, 40 ft. (12.19 m) long
- Offensive Capabilities: Speed, aggression
- Defensive Capabilities: Medium armor

PROFILE

Space pirate Scarlore captains his own starship, the *Hades*, which is named after a fire-breathing dragon who lived on Earth thousands of years ago. Considered a god by his fanatical crew of worshippers, he is a brilliant leader with a natural command of starships. Many empires have been hunting Scarlore for thousands of years, but he's always remained a few steps ahead, easily outwitting all bounty hunters who have come searching for him. When he learned of Earth, he knew it would be the perfect planet from which to run his smuggling operation. The UEE, having heard rumors of him, initially refused to let him dock; but Scarlore cunningly struck a deal. He observed that with Earth mostly cut off from the Empires, a good smuggling crew who knew how to get into and out of the Empires could be extremely useful. Now, as long as Scarlore honors his agreement not to raid ships within Earth's solar system—and runs the occasional UEE mission—the UEE grants him safe harbor to dock on Earth and looks the other way when it comes to the questionable origins of his goods.



4 THE STARGOBLER

A massive, ancient, and powerful creature, the Stargobler is a legendary dragon-like being, many say the very best tech stolen from all of the Empires. It has a regenerating hull (similar to the Regenerating Scales many dragons have), very thick armor, and a large array of weapons acquired from many different worlds.





◀ **ARKAN** (previous page)

STATS



STATS

- Dragon Class: Psychic
- Physiology: Organic
- Size: Medium Dragon, 20 ft. (6.1 m) long
- Offensive Capabilities: Speed, attacking claws, telekinesis
- Defensive Capabilities: Regenerating Scales

PROFILE

Thylin is a very successful entrepreneur who prefers manipulation and trickery to fighting. Known throughout the Empires as one of the best gamblers in the universe, he's also one of the richest entities. For many years, Thylin ran a network of interstellar gambling establishments, reinvesting his gambling profits into other business endeavors across the universe until the Empires shut all of his casinos down due to alleged criminal activity. Earth was the logical place for Thylin to make a fresh start with a new casino. The secret to his great success is his psychic abilities. He can block other psychic beings from his thoughts, as well as block telepaths' abilities within a large radius. This ensures his casino is telepath-free as long as he is present, which gives him quite an edge over his competitors. (Though it is not illegal to gamble as a telepath, having telepaths around is certainly not desirable if you're a casino owner.) Thylin finds Earth a very exciting place with plenty of great business opportunities.



TELEPATHIC ABILITIES

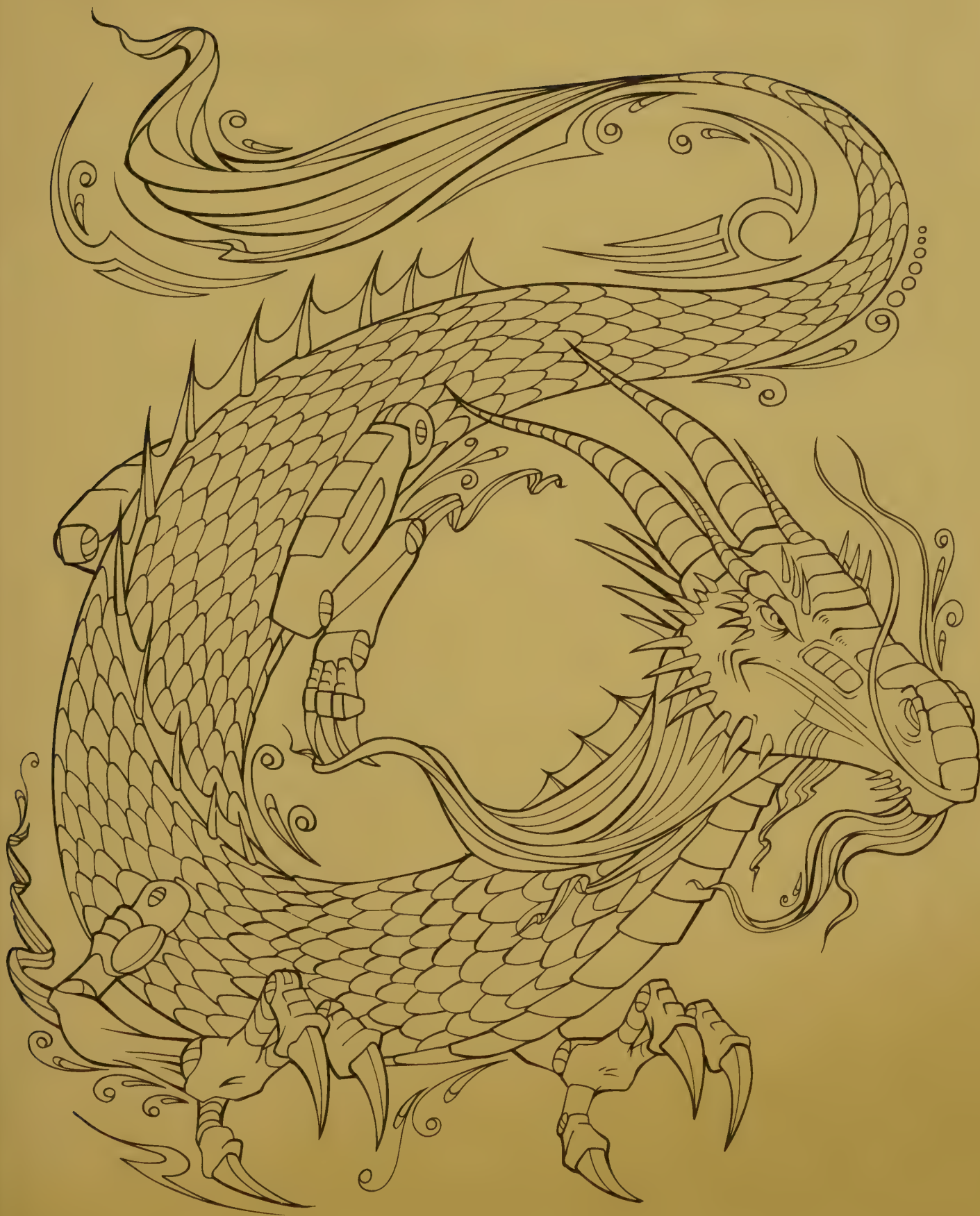
Thylin is a powerful telepathic entity, capable of blocking other psychic beings from his thoughts, as well as blocking telepaths' abilities within a large radius. This ensures his casino is telepath-free as long as he is present, which gives him quite an edge over his competitors.

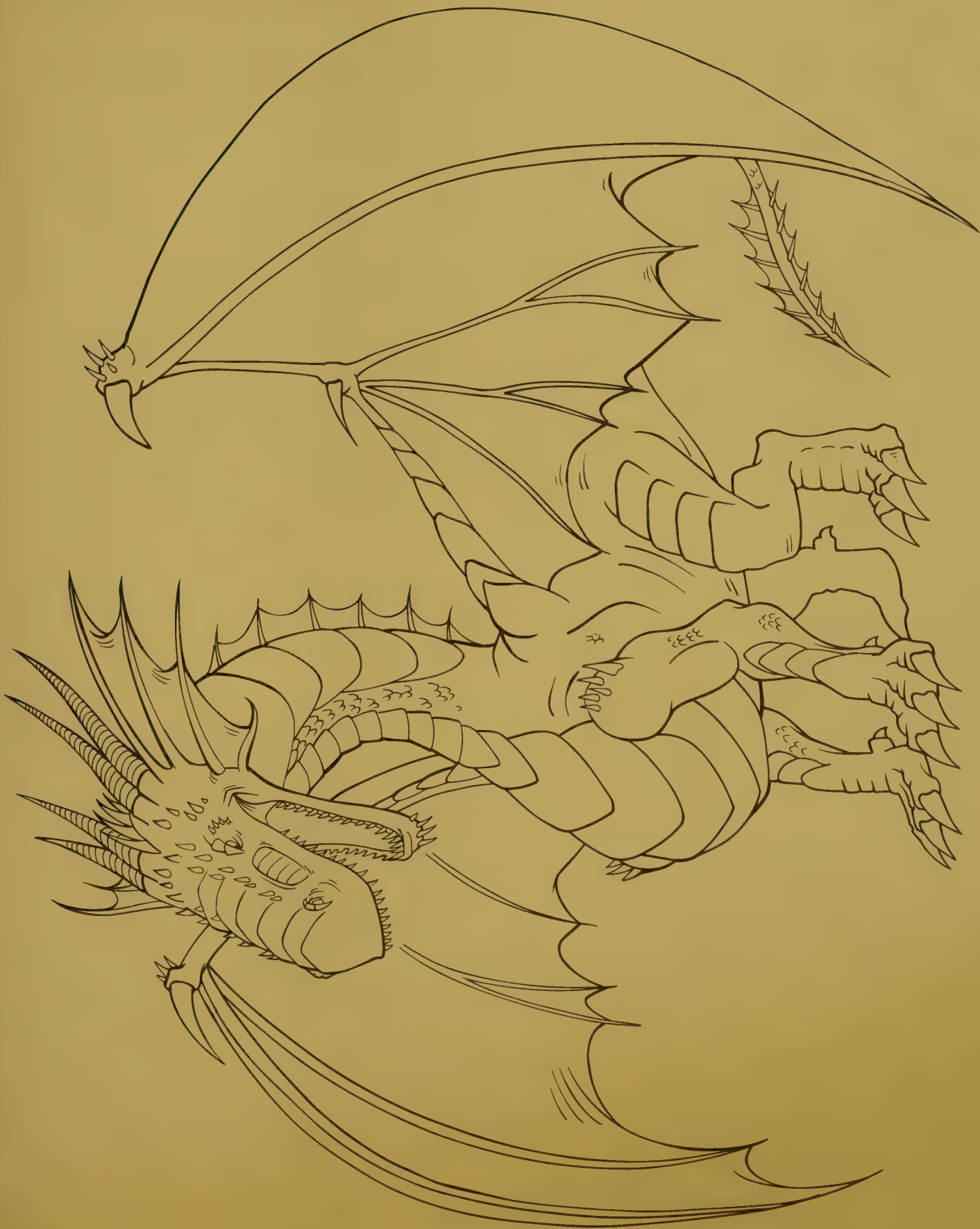


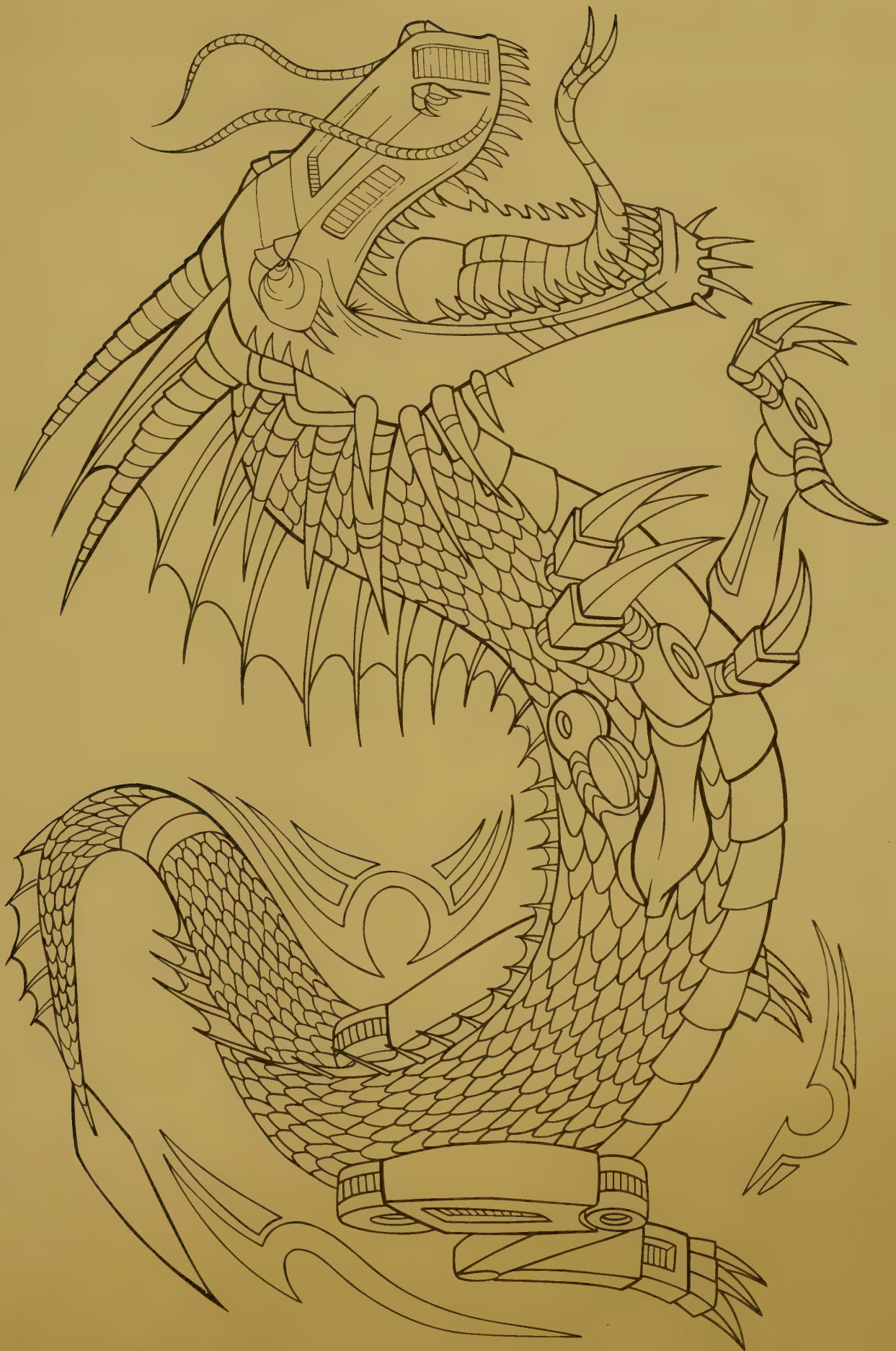
◀ **VADEK** (previous page)

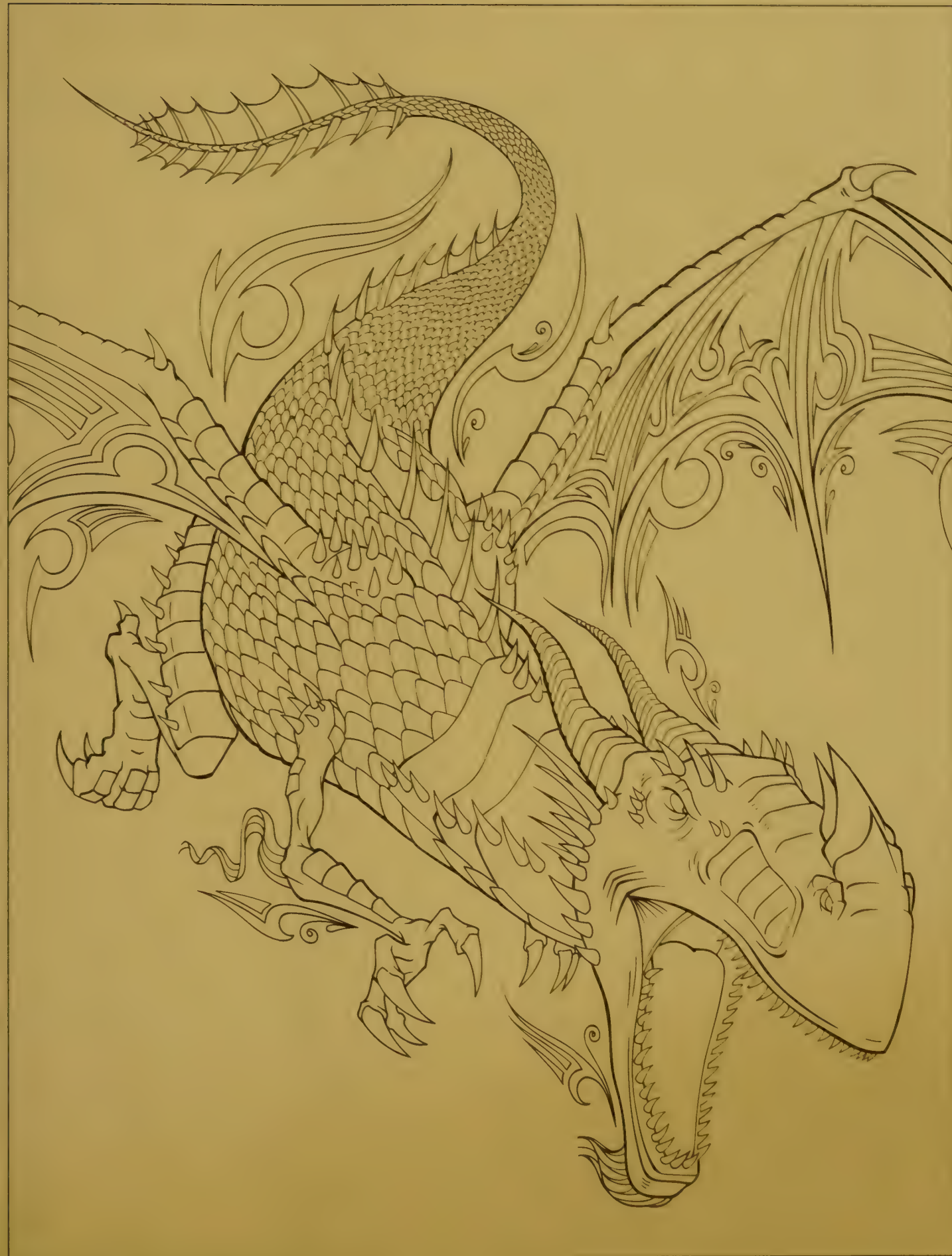
STATS

netic. Vadek's scales are purely organic. If











CRONLORE

STATS

- Dragon Class: Warrior / Elemental (Time)
- Physiology: Cyborg
- Size: Large Dragon, 50 ft. (15.24 m) long
- Offensive Capabilities: Time Skip, strength, speed
- Unique Talent: Time Skip

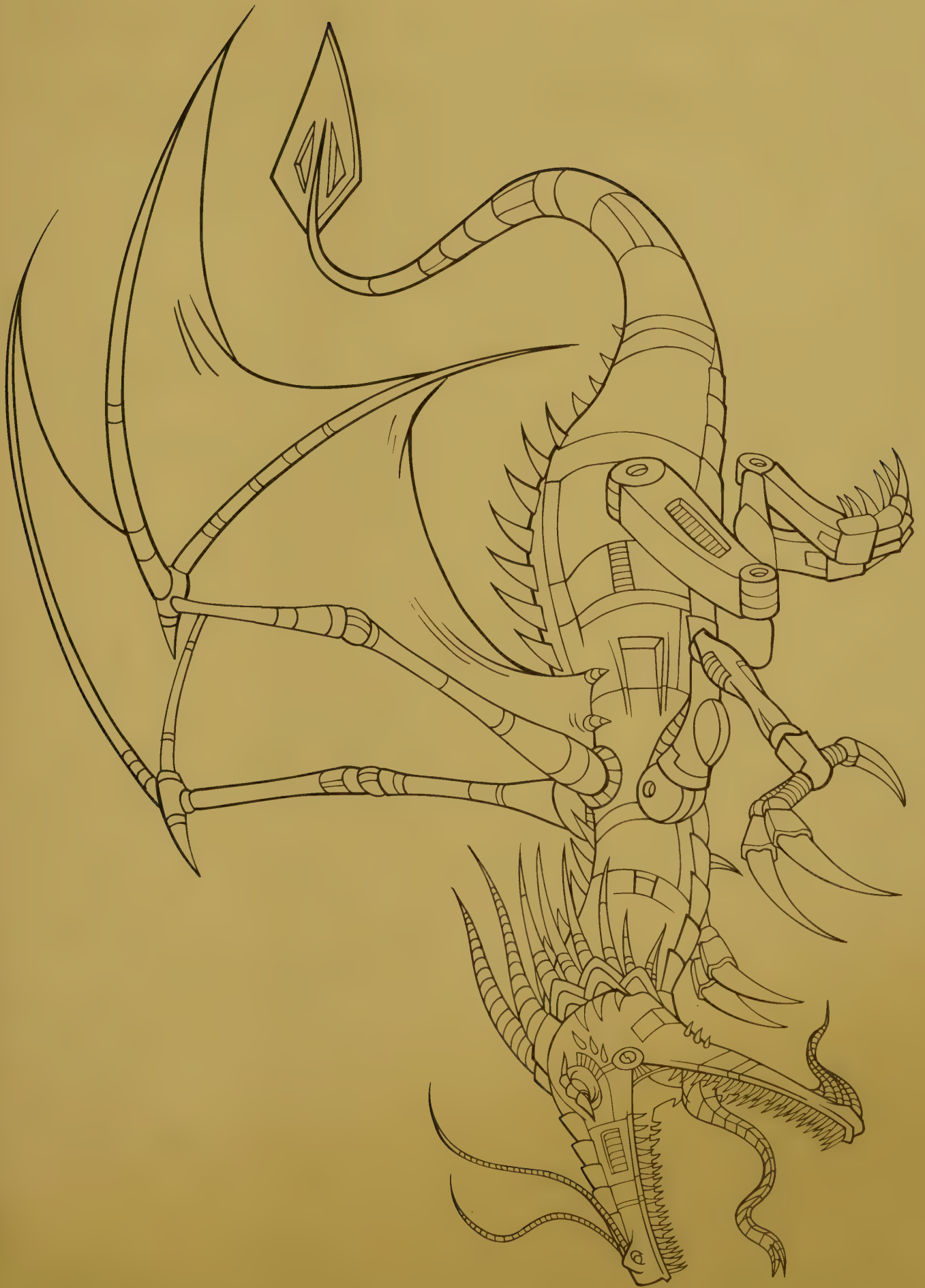
PROFILE

Cronlore imports rare items sourced from archaeological sites throughout the galaxy. Earth isn't bound by the intergalactic trading laws enforced in many other empires, so collectors know they can find items on Earth that cannot be bought anywhere else. Of course, with no regulation, many of the goods that go through Cronlore are stolen, illegal, dangerous, or all three—but he could not care less as long as things sell. Cronlore's many years of experience buying and selling artifacts makes him Earth's foremost expert on alien artifacts on Earth. The UEE, with simply no way to monitor or research the millions of off-world items that come to Earth, often consult Cronlore to help identify the many questionable objects they come across.



THE TIME TALISMAN & OTHER ARTIFACTS

Many years ago, before undergoing enhancement, when Cronlore was a completely organic dragon, he came across an artifact that could send someone six seconds back in time. He called this the Time Skip Talisman, and it was his big secret to success. A lot can happen in six seconds, especially when it comes to doing business and making deals. When Cronlore was later upgraded with cybernetic enhancements, he had the talisman incorporated into his body, so now he can time skip by simply thinking about it.







GRINTAR

STATS

- Dragon Class: Warrior
- Physiology: Cyborg
- Size: Large Dragon, 90 ft. (27.43 m) long
- Offensive Capabilities: Energy-Draining Jaws, strength
- Defensive Capabilities: Regenerating Armor

PROFILE

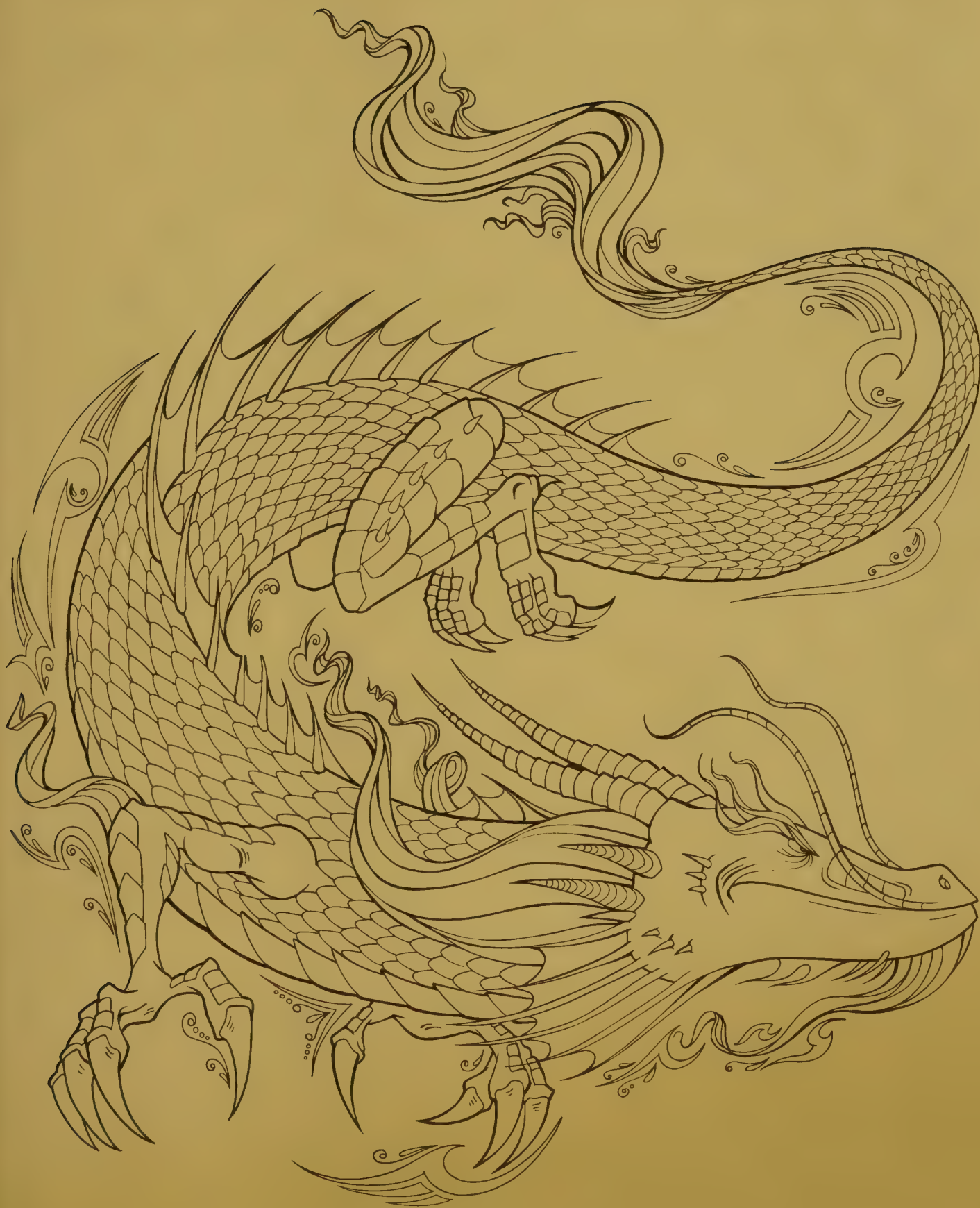
Grintar travels space, consuming the energy of starships and other spacecraft. He is not particularly powerful and avoids confrontation with others, preferring to lurk among the asteroids and use the element of surprise to capture his prey. He feeds on small mining vessels near asteroid belts as they tend to be unguarded and the asteroids provide him with cover. Recently, he has gravitated toward the mining vessels around Earth, which are piloted by inexperienced miners, typically refugees desperate for any work they can get; this makes these ships particularly easy targets for Grintar's surprise attacks. Grintar rarely enters a planet's atmosphere; his body is very long and he prefers the weightlessness of space to the discomforts of gravity.

COOLING VENT

FIGURE 2: DRAGON HAWK

GRINTAR'S ENERGY-DRAINING JAWS

Grintar's energy-draining jaws are a highly specialized feature that allows him to drain energy from his prey, particularly from the power cores of spacecraft. The jaws are composed of a series of sharp, energy-absorbing teeth that can drain energy from a target's power source, leaving the target's systems inoperable.





◀ MEGALORE (previous page)

STATS

- Dragon Class: Warrior / Psychic
- Physiology: Cyborg
- Size: Medium Dragon, 20 ft. (6.1 m) long
- Offensive Capabilities: Telepathic Control, telekinesis
- Defensive Capabilities: Aura of Confusion, Regenerating Armor

PROFILE

Megalore is an extremely powerful, yet fragile, dragon. Like Dreadmore and the other Dragon Guardians, he came to Earth to get cybernetic upgrades because his body was ailing. He now works for the UEE as a Dragon Guardian, though this was more out of self-preservation than any protective feelings toward Earth. His mind control is very powerful, but it leaves him defenseless. He is unable to fight more than one opponent effectively at a time because his telekinetic attacks require so much focus, which leaves him very vulnerable when fighting alone. Now that he is a member of the Dragon Guardians, he can focus on mind control during dangerous situations and rely on other dragons to take care of his defense.

ORGANIC PSYCHIC AMPLIFIER

★ TELEPATHIC CONTROL

Megalore's telepathy is what gives him some power over target—he can read the target's mind, control his actions, or force him to attack whomever Megalore chooses—but he needs to remain incredibly focused to maintain this power. The dragons will need to have physical contact to establish control, only a relatively short line of sight if the target is already under the spell. Megalore is a go, the link cannot be heard with a target. He sees his target again. Only dragons able to block psychic links, like Tlayun, are able to end Megalore's telepathic control.



◀ ZOLORE (previous page)

STATS

- Dragon Class: Warrior / Psychic
- Physiology: Organic
- Size: Medium Dragon, 30 ft. (9.14 m) long
- Offensive Capabilities: Strength, Duplication Hologram
- Defensive Capabilities: Regenerating Scales, Duplication Hologram

PROFILE

Zolore is a criminal boss wanted in all the Empires for transportation of contraband, including banned foods, medicines, and illegal drugs. Many of the banned substances Zolore deals in are either unknown on Earth or not yet declared illegal, which makes buying and trading them on the planet much easier than on other planets. Because Earth doesn't fall under the UE's intergalactic treaties, it's the perfect planet for Zolore to base his operations. Zolore is a cunning and powerful dragon able to use his psychic powers to create a holographic double of himself, a decoy he often uses to evade the authorities.

REGENERATING SCALES

▶ DUPLICATION HOLOGRAM

Zolore's Duplication Hologram is a life-size, three-dimensional image that interacts with the physical world. The hologram can be cast from 100 feet and remains active for 10 minutes. It is necessary to stay within a couple hundred feet of the hologram or else the psychic link will sever and the hologram will disappear. Zolore's Duplication Hologram is a powerful tool, so Zolore is always ready to use it when necessary. Zolore is a cunning, powerful, and dangerous dragon.



Add scales to the dragon.

◀ PSYPHRON (previous page)

STATS

- Dragon Class: Psychic
- Physiology: Organic
- Size: Large Dragon, 80 ft. (24.38 m) long
- Offensive Capabilities: Decay Claws, Hypnotic Aura
- Defensive Capabilities: Hypnotic Trance, psychic illusions

PROFILE

THE DEADLY PSYPHRON is a massive, ancient dragon that has been responsible for more than 100 years of traffic to and from Earth, sightings of him have increased. The UEE has banned him from Earth and issued a warning about his dangers. When attacking, Psyphton's scales glow in pulsing, hypnotizing patterns; he uses this Hypnotic Aura to disorient his opponents. Then, he wounds them with his Decay Claws, which carry a deadly contagion—most victims die within one day of being infected. The UEE has publicly stated that if Psyphton is ever spotted on Earth, Earth's inhabitants are free to take any measures necessary to capture him so he can be quarantined for study. Other planets have reported plagues following sightings of a dragon suspected to be Psyphton, and some believe he was responsible for bringing plagues to Earth through history.



◀ DECAY CLAWS

His talons are the size of a dragon's head, and his claws are as big as a person's arm. Within a day of a warrior's being wounded by a dragon's claw, he or she begins to rot. The UEE has been unable to find a cure for this plague, which also causes maximum damage to each body it hits.



◀ EVELAR (previous page)

STATS

- Dragon Class: Psychic / Warrior
- Physiology: Organic

SIZE:

- Dragon form: Medium, 40 ft. (12.19 m) long
- Human form: 6 ft. (1.83 m) tall
- Offensive Capabilities: Paranoia Aura, Spectral Shift, Talon Sword (human form)
- Defensive Capabilities: Talon Sword (human form)

PROFILE

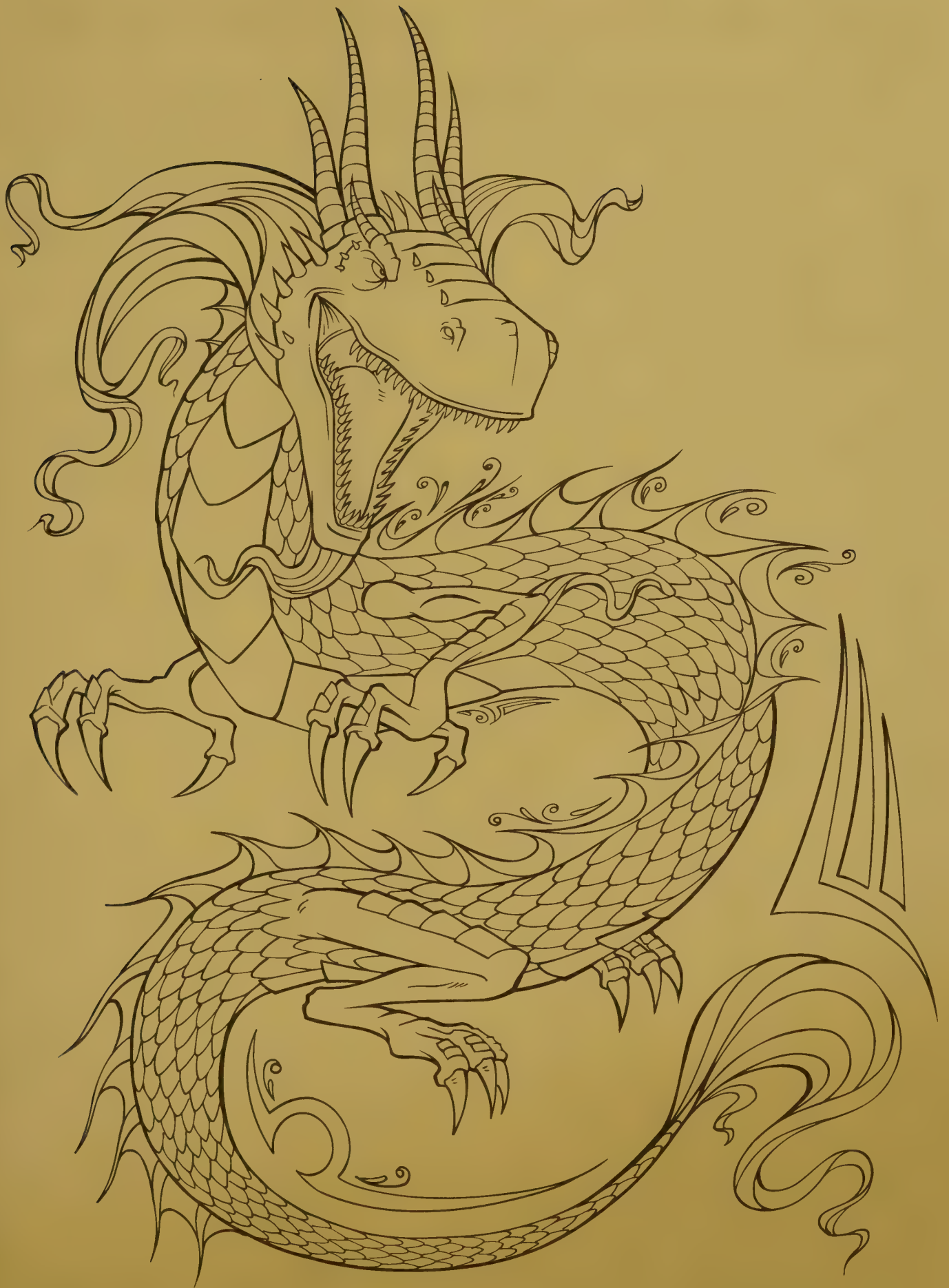
Even for a dragon, Evelar is unusual. Evelar's most powerful psychic ability, Spectral Shift, allows her to shift into pure energy and take a new human form. When shifting, her energy becomes super concentrated inside a physically smaller form which allows her to retain all of her dragon strength and power as a human. Evelar is a master at using others' fear and paranoia to her advantage. Her Paranoia Aura distracts those around her by giving them the disorienting feeling that they are seeing things out of the corners of their eyes. Her opponents become overwhelmed, hearing and seeing things that are not there and that they cannot quite explain.



PSYCHIC PARANOIA AURA

▶ TALON SWORD (human form)

When Evelar shifts into her human form, the sword and talon become a single entity. The sword is a long, thin, and slightly curved blade with a sharp point. The hilt is a simple, cylindrical shape with a small guard. The sword is made of a dark, metallic material with a slightly textured surface. The talon is a long, thin, and slightly curved claw with a sharp point. It is made of a dark, metallic material with a slightly textured surface. The sword and talon are both made of a dark, metallic material with a slightly textured surface.



VERMORE

STATS

- Dragon Class: Warrior / Elemental (Time / Space)
- Physiology: Organic
- Size: Large Dragon, 60 ft. (18.29 m) long
- Offensive Capabilities: Venom Breath, speed, strength
- Defensive Capabilities: Aura of Rot, Regenerating Scales

PROFILE

Vermore is a powerful, powerful dragon who travels from planet to planet using worm-like portals. Hunting only when necessary, he does not eat any flesh. Though he has the ability to harness raw energy from machinery as well. Vermore appreciates Earth's diversity and acceptance. Dragons, though brilliant, are viewed as disorderly and different by many in the Empires and are hunted for sport; Earth is a place where Vermore can live without being chased because of who and what he is. Inspired by a desire to understand more about his own Venom Breath attack, Vermore joined the UEE to work on poisons research and anti-venom medical treatments. Unknown to Vermore, his discoveries are often used by the UEE to develop poison-based weapons.

REGENERATING
SCALES

ACID-FILLED HORNS

VENOM BREATH & AURA OF ROT

Vermore's two abilities can work very well together. Aura of Rot prevents those with healing abilities, such as Regenerating Scales, from using their powers within a 200 ft. (60 m) radius of Vermore. Venom Breath is a poison attack that is fairly weak, but just strong enough to slow or stop most flesh. After several minutes, it enters the victim's bloodstream where it spreads through and destroys the body. Used together, Aura of Rot and Vermore's Venom Breath prevents any being from using the power of healing or regenerating.



CRAGNAR

STATS

- Dragon Class: Warrior / Elemental (Energy)
- Physiology: Organic
- Size: Large Dragon, 50 ft. (15.24 m) long
- Offensive Capabilities: Lightning Burst, EMP Aura
- Defensive Capabilities: EMP Aura, Regenerating Scales

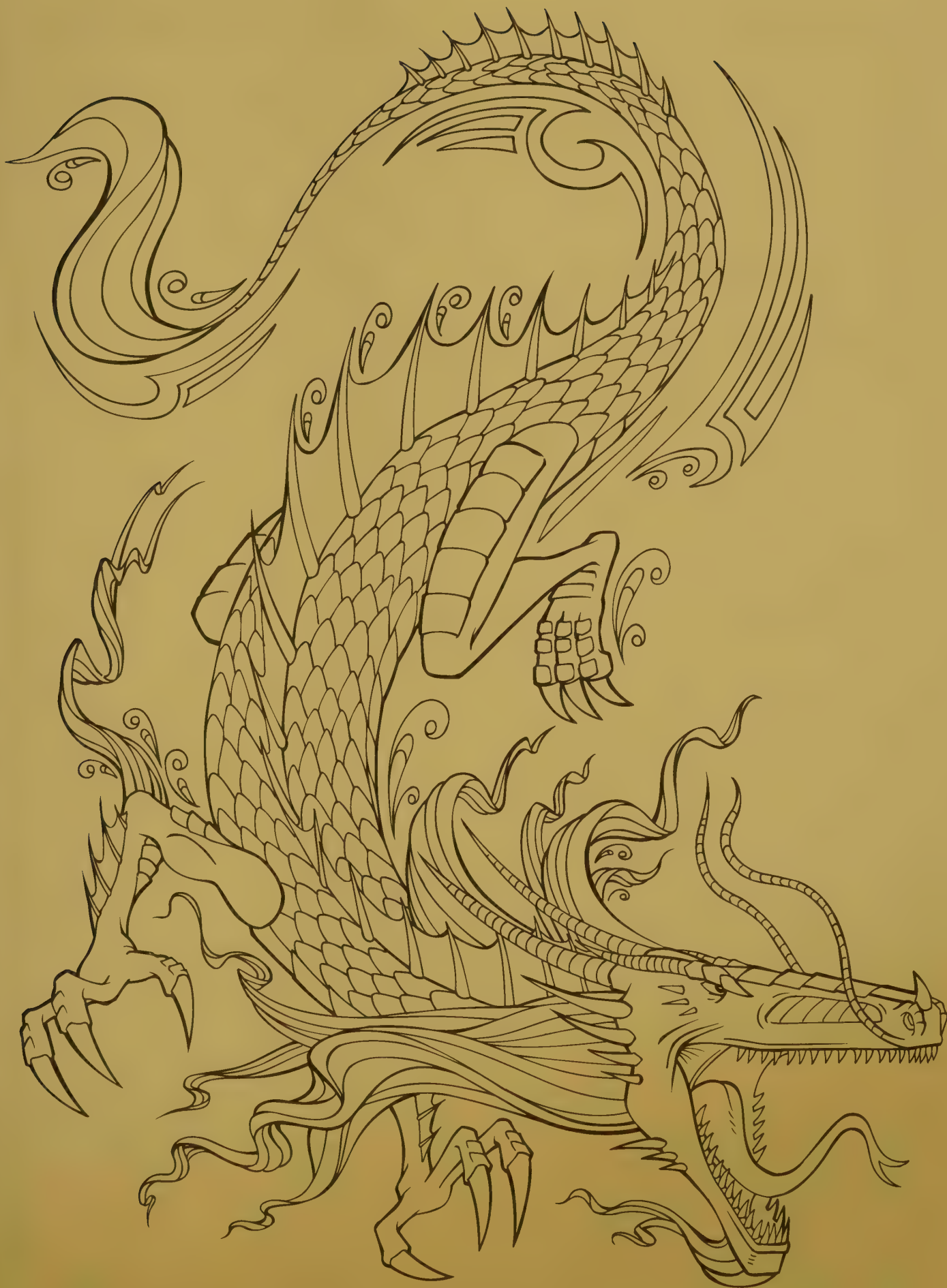
PROFILE

Solitary and spacefaring, Cragnar feeds on pure energy. For a dragon, he is not particularly intelligent; he is a brute obsessed with hunting. Originally a flesh-eater, over the years he has specialized his organic weaponry to disable mechanical targets such as robots and ships, and now he only feeds on mechanical power sources. When his EMP Aura is active, it scrambles electronics, allowing him to get close to his prey or escape a bad situation. Robots with EMP shielding have some resistance to his Aura, but they are still susceptible. He will feed on the power sources of vehicles and spacecraft, though he enjoys consuming the energy of sentient robots the most. With so many sentient machines and cyborgs, Earth is the perfect feeding ground for Cragnar.



▲ LIGHTNING BURST

Cragnar's powerful Lightning Burst attacks are an effective weapon against both mechanical and organic targets. It is a burst of pure electrical energy from his mouth that instantly disables robots and vehicles and electrocutes organic beings.



ZYRAGE

STATUS

• *Location:* Corellia, The Corellian Empire, Corellia

- *Physiology:* Organic
- *Size:* Medium Dragon, 30 ft. (9.14 m) long
- *Offensive Capabilities:* Portal Bubble
- *Defensive Capabilities:* Portal Bubble

PROFILE

When participating in combat, Zyrage is a very effective combatant. He is not particularly strong and does not have Regenerating Scales, so Portal Bubbles act as both his offensive and defensive ability. He can use these bubbles to travel by teleporting himself or to teleport other beings, as long as they are within his sight. If he encounters a large number of foes, he will teleport away; if he is fighting one or two opponents, he can teleport an enemy away and collapse the bubble mid-teleport, crushing whoever is inside. Zyrage is a trader and frequent visitor to Earth. Occasionally he even works with the UEE, using his Portal Bubbles to send spies and secret items to locations in the Empires—an arrangement Zyrage finds quite profitable.

TIME/SPACE
DISTORTION WAVE



PORTAL EVENT HORIZON

Abilities and Powers

Portal Bubble: Zyrage can create a bubble of force that he can use to teleport himself and others. He can also use the bubble to trap his enemies and crush them. The bubble is resistant to all forms of attack.





Draw the rest of the dragon.

STATS

- Dragon Class: _____
- Physiology: _____
- Size: _____
- Offensive Capabilities: _____
- Defensive Capabilities: _____

PROFILE





◀ MALDOV

STATS

- Dragon Class: Psychic / Warrior
- Physiology: Cyborg
- Size: Medium Dragon, 20 ft. (6.1 m) long
- Offensive Capabilities: Remote Control
- Defensive Capabilities: Regenerating Armor

PROFILE

Maldov is part of Dreadmare's Dragon Guardians for the UEF. Physically, he is an odd fit for a warrior dragon, and not very strong. However, he makes up for these physical weaknesses with his powerful psychic ability, Remote Control. Long ago, Maldov was an organic psychic dragon, but he was hurt very badly in battle and lost his psychic ability, Mind Control. Coming to birth and working with the UEF was his chance to regain the strength that he had lost. He worked with the UEF to create Remote Control. Maldov can now use this synthetic ability to take control of any kind of mechanical machine, including artificially intelligent (AI) entities and cyborgs.

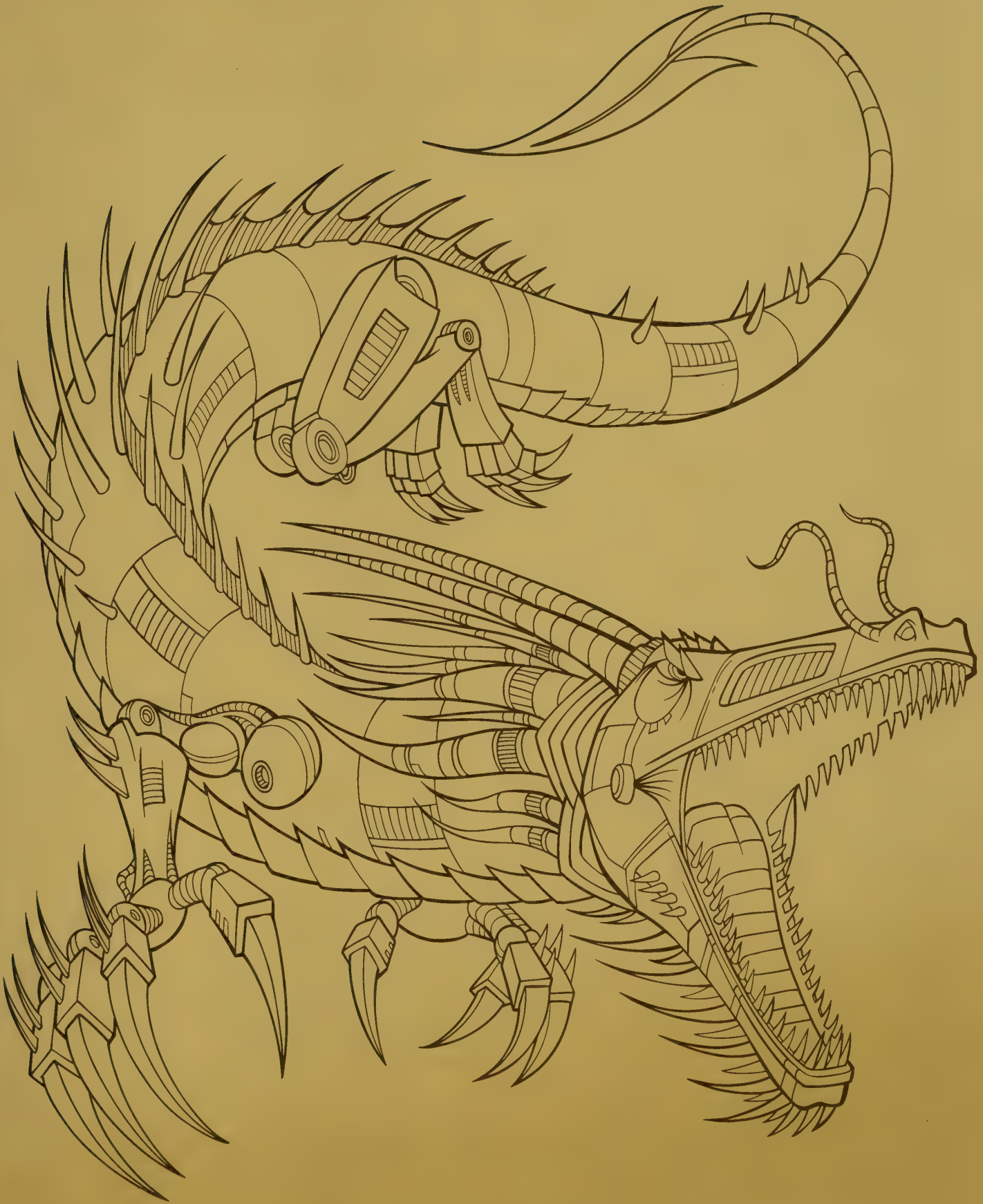
AMPLIFYING
PSYCHIC TENTACLES

REGENERATING
ARMOR

▶ REMOTE CONTROL

Maldov's Remote Control ability is unique for dragons, as only one mechanical unit at a time, and it takes a great deal of concentration to activate. Maldov has a number of advantages over AI entities, however, that unit, which, even if it has, you're able to control by the other Dragon Guardians to protect from what the mind is doing.





MARTREX

STATS

- Dragon Class: Warrior
- Physiology: Cyborg
- Size: Very Large Dragon, 160 ft. (48.77 m) long
- Offensive Capabilities: Crushing Claws, size, strength, speed
- Defensive Capabilities: Ultra heavy armor, high speed Regenerating Armor

PROFILE

When Martrex was very young, tens of thousands of years ago, he was hunted for sport by a ruthless empire. After he was badly injured and assumed dead, Martrex was found by Dreadmore, who cared for him until he was fully healed. Martrex and Dreadmore became close friends and developed a strong bond. Martrex eventually went off on his own and lost track of his friend after Dreadmore was killed and taken to the galaxy. When Martrex learned that Dreadmore was on Earth, Martrex couldn't resist the chance to see his old companion again. The rumor was that Dreadmore was old and injured, but when Martrex arrived on Earth, he found that Dreadmore was more powerful than ever thanks to his UEE upgrades. In exchange for upgrades of his own, Martrex immediately pledged his loyalty to Dreadmore and joined the UEE Dragon Guardians, the sworn protectors of Earth.

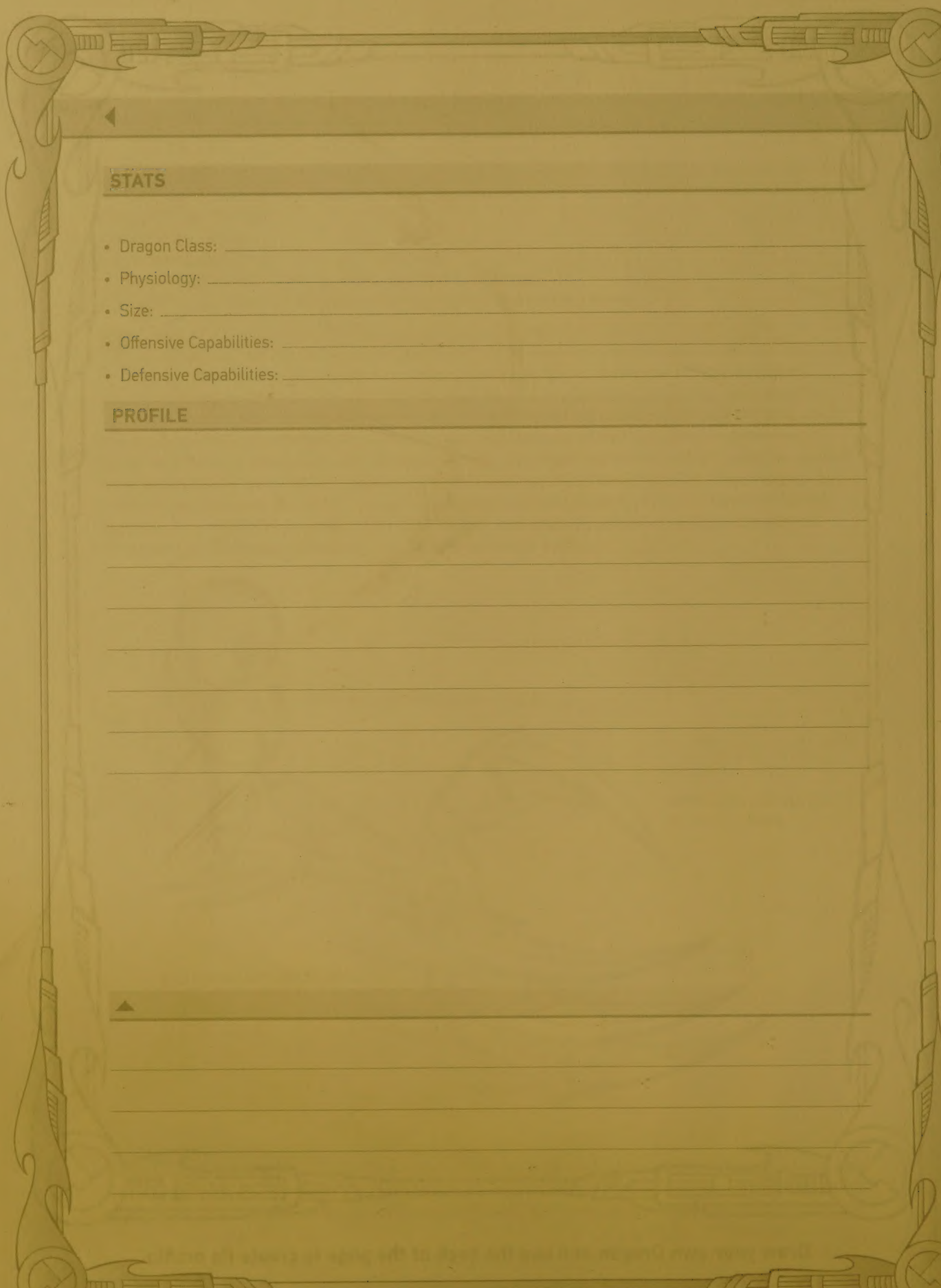


2. DRAGON GUARDIAN

The Dragon Guardians are a group of elite warriors who protect the Earth from any threat. They are the most powerful and skilled of the UEE forces, and they are the only ones who can fight the Dragon Class. Martrex is one of the most powerful of the Dragon Guardians, and he is the only one who can fight the Dragon Class. Martrex is the only one who can fight the Dragon Class, and he is the only one who can fight the Dragon Class.



Draw your own Dragon and use the back of the page to create its profile.



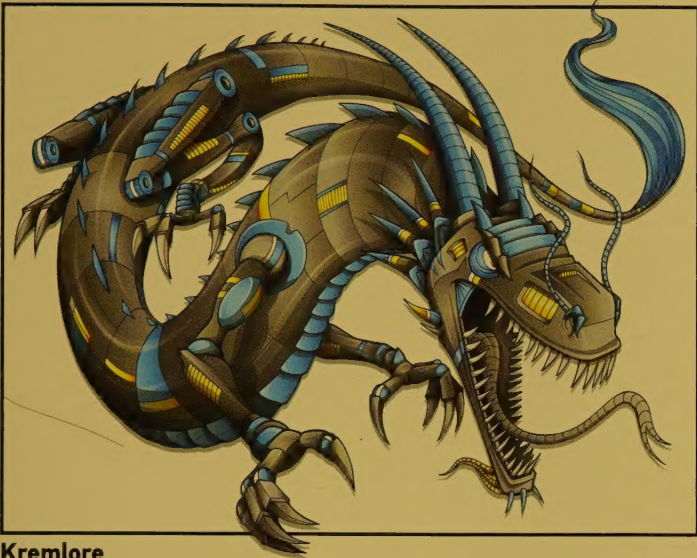
◀

STATS

- Dragon Class: _____
- Physiology: _____
- Size: _____
- Offensive Capabilities: _____
- Defensive Capabilities: _____

PROFILE

▲



Kremloze



Vadek



Martrex



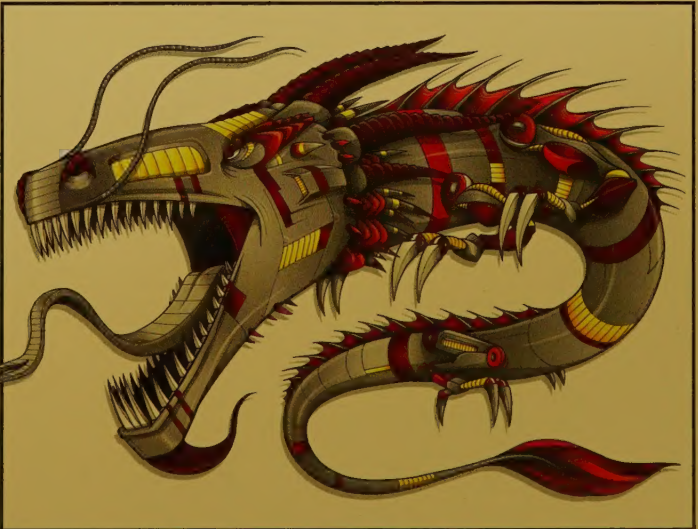
Vermore



Fayrin



Maldov



Dreadmore

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